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HOCUS POCUS,

OR THE

Art of LEGERDEMAIN.

(PRICE SIX-PENCE)

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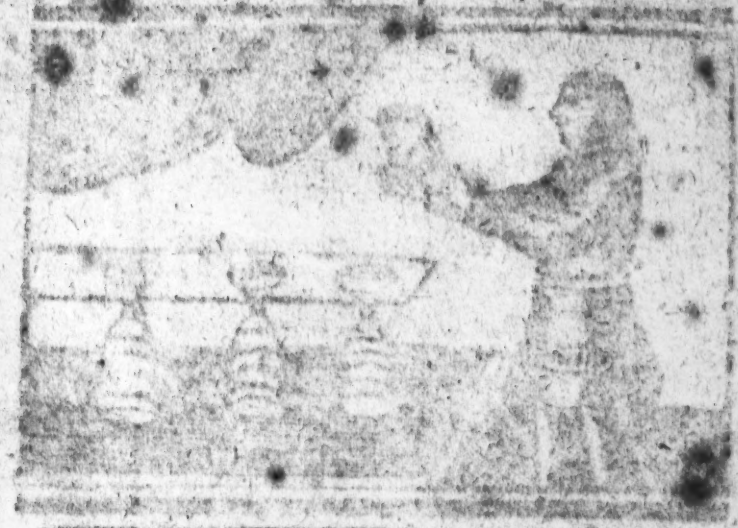


BRITISH MUSEUM
28 MAR 47

Strange Feats are herein taught by Slight of Hand,
With which you may divert yourself and Friend;
The like in print was never seen before,
And so you'll say when once you've read it o'er.

317

THE WHOLE ART OF

LEGERDEMAIN,

OR

Hocus Pocus in Perfection;

By which the meanest Capacity may perform

THE WHOLE ART WITHOUT A TEACHER

TOGETHER WITH

The Use of all the Instruments belonging thereto.

TO WHICH IS NOW ADDED

Abundance of NEW and RARE INVENTIONS,

The like never before in print, but much desired by many.

BY HENRY DEAN.

THE ELEVENTH EDITION, WITH ADDITIONS.

London:

Printed and Sold by SABINE and SON, No. 81, Shoe Lane, Fleet Street.

TO THE

READER.

HAVING in my former Book of Legerdemain promiſed you farther Improvements, accordingly I have diſcovered herein to you the greateſt and moſt wonderful Secrets of this Art, never written or publiſhed by any Man before; therefore, I don't doubt, but herein you will find pleaſure to your full ſatisfaction, which is all I deſire.

HENRY DEAN

THE WHOLE ART OF

LEGERDEMAIN,

&c. &c. &c.

LEGERDEMAIN is an operation whereby one may ſeem to work wonderful, impoſſible, and incredible things, by agility, nimbleneſs, and ſlight of hand. The parts of this ingenious art are principally four—

1ſt. In the conveyance of balls.
2nd. In the conveyance of money.
3rd. In cards.
4th. In confederacy.

A Deſcription of the Operator.

1. He muſt be one of a bold and undaunted reſolution, ſo as to ſet a good face upon the matter.

2. He muſt have ſtrange terms and emphatical words, to grace and adorn his actions, and the more to amaze and aſtoniſh the beholders.

And laſtly, he muſt uſe ſuch geſtures of body as may take off the ſpectators' eyes, from a ſtrict and diligent beholding your manner of performance.

How to paſs the Balls through the Cups.

You muſt place yourſelf at the farther end of the table, and then you muſt provide yourſelf three cups made of tin; and then you muſt have your black ſtick of magic, to ſhew your wonders withal; then you muſt provide four ſmall cork balls to play with; but do not let any more than three of them be ſeen upon the table.

Note—Always conceal one ball in the right hand, between the middle finger and the ring finger; and be ſure you make yourſelf perfect to hold it there, for by this means all the tricks of the cups are done.

Then ſay as followeth—

Gentlemen, three cups, 'tis true they are
But tin, the reaſon why,
Silver is ſomething dear:
I'll turn them into gold, if I live, &c.
No equivocations at all;
If your eyes are not as quick as my hands
I ſhall deceive you all;
View them within,
View them all round about,
Where there's nothing in,
There's nothing can come out.

Then take your balls privately between your fingers, and ſo fling one of them upon the table, and ſay thus— The

The firſt trick that I learned to do,
Was out of one ball to make it into two:
Ah! ſince it cannot better be,
Out of theſe two I'll divide them into three,
Which is called the firſt trick of dexterity.

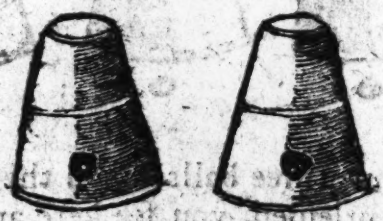
So then you have three balls on the table to play with, and one left between the fingers of your right hand.

The Operation of the Cups is thus—

Lay your three balls upon the table, then ſay, "Gentlemen, you ſee here are three balls and here are three cups, that is a cup for each ball, and a ball for each cup." Then taking the ball which you have in your right hand, (which you are always to keep private) and clapping it under the firſt cup; then taking up one of the three balls with your right hand, ſeeming to put it into your left hand, but retain it ſtill in your right, ſhutting your left hand in due time, then ſay, *Preſto, begone.*

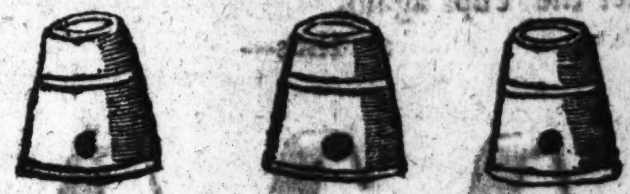
Then

Then taking the ſecond cup up, ſay, "Gentlemen, you ſee there is nothing under my cup," ſo clap the ball under that you have in your right hand, and then take the ſecond ball up with your right hand, and ſeem to put it to your left, but retain it in your right, ſhutting your left hand in due time, as before, ſaying, *Vade, begone.*



Then taking the third cup up, ſaying "Gentlemen, you ſee there is nothing under my laſt cup," then clapping the ball under your right hand, and taking the third ball up with your right hand, and ſeeming to put it into your left hand, but retain it in your right hand; ſo ſhutting your left hand in due time as before, ſaying, *Preſto, make haſte:* ſo you ha

have your three balls come under your three cups, as thus, and ſo lay your three cups down upon the table.



Then with your right hand take up the firſt cup, and there clap the ball under that you have in your right hand; then ſaying, "Gentlemen, this being the firſt ball, I'll put it in my pocket;" but that you muſt ſtill keep in your right hand to play withal.

So take up the ſecond cup with your right hand, and clap that ball under which you have concealed, and then take up the ſecond ball with your right hand, and ſay, "This likewiſe I take and put into my pocket."

Likewiſe take up the third cup, and clapping the cup down again, convey the ball that you have in your right hand under the cup; then, taking the third ball, and ſay, "Gentlemen, this being the laſt ball, I take this and

put

put in my pocket." Likewiſe then ſay to the company, "Gentlemen, by a little of my fine powder of experience I'll command theſe balls under the cups again, as thus—

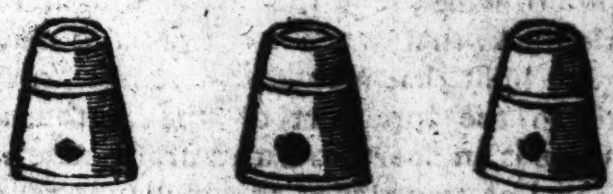
So lay them all along the table to the admiration of the beholders.

Then take up the firſt cup, and clapping the ball under that you have in your right hand, and then taking the firſt ball up with the right hand, and ſeem to put the ſame into your left hand, but retain it ſtill in your right hand, then ſay, *Vado, quick, begone when I bid you, and run under the cup.*

Then taking that cup up again, and flinging that under that you have in your right hand,

and, then you muſt take up the ſecond ball, nd ſeem to put it into your left hand, but re- ain it in your right hand, ſaying, "Gen- lemen, ſee how the ball runs on the table." o ſeemingly to fling it away, and it will ap- ear thus—

So taking the ſame cup up again, then clap- ing the ball under again as before, then tak- ng the third ball in your right hand, and ſeem o put it under your left, but ſtill retain it in our right, then with your left hand ſeem to ing it in the cup, and it will appear thus; all he three balls to be under one cup.



And if you can perform theſe actions with he cups, you may change theſe balls into ap- les, pears, plumbs, or into living birds, or hat your fancy leads you to. I would have iven you more examples, but I think theſe are

are ſufficient; ſo that by theſe means you may perform all manner of actions with the cups.

How to ſhew the wonderful Magic Lanthorn.

This is the magic lanthorn that has made ſo much noiſe in the world, and that which Friar Bacon uſed to ſhew all his magical wonders with.

This lanthorn is called magical in reſpect to the formidable apparitions that, by virtue of light, ſhews upon the white wall of a dark room. The body of it generally made of tin, and of the ſhape of a lamp; towards the back is a concave looking glaſs, of metal, which may either be ſpherical or parabolical, and which, by a grove made in the bottom of the lanthorn, may be either advanced nearer or put farther back from the lamp, in which is oil or ſpirit of wine; and the match ought to be a little thick, that when it is lighted it may caſt a good light that may eaſily reflect from the glaſs to the fore part of the lanthorn, where there is an aperture with a proſpective in it, compoſed of two glaſſes, that make the rays converge and magnify the object.

When you mean to make uſe of this admirable machine, light the lamp, the light of which will be much augmented by the looking glaſs, at a reaſonable diſtance. Between the fore part of the lanthorn and the proſpective glaſs, you have a trough, made on purpoſe,

in

in which you are to run along a flat frame, with tranſparent colours upon glaſs; then all theſe little figures, paſſing ſucceſſively before the proſpective glaſs, through which paſſes the light of the lamp, will be painted and repreſented with the ſame colours upon the wall of a dark room, in a gigantic and monſtrous manner.

The figure is as follows.

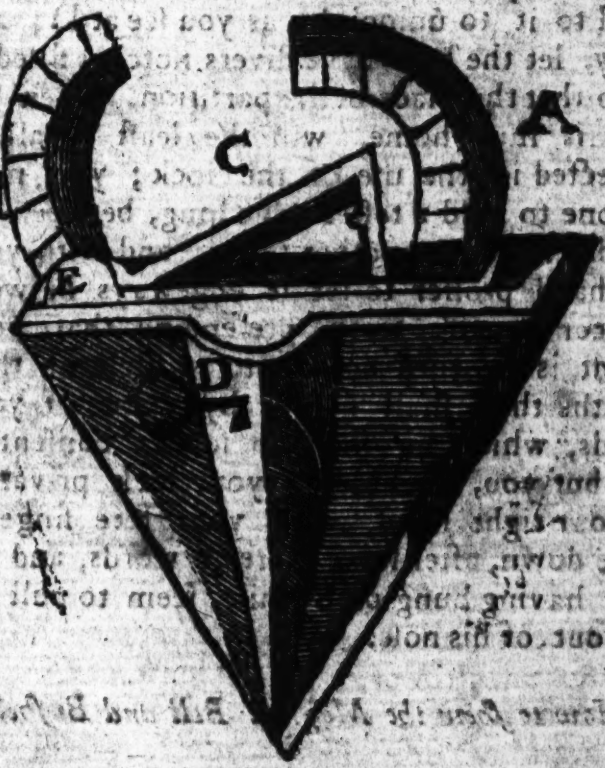
By this lanthorn you may ſhew birds, or
nts, and all ſorts of fiſh that are in the ſea.

To ſeem to ſwallow a long Pudding made of Tin.

This pudding muſt be made of tin, conſiſting of twelve or thirteen little hoops, round, and in little ringlets, ſo as they may almoſt ſeem to fall one through another, having little holes made at the biggeſt end thereof, that it may not hurt your mouth: hold this pudding, for ſo it is called, privately in your left hand, with the hole end uppermoſt, and with your right hand take a ball out of your pocket, and ſay, "If there is any old woman that is out of conceit of herſelf, becauſe her neighbours deem her not ſo young as ſhe would be thought, let them come to me, for this ball is a preſent remedy," then ſeem to put the ball into your left hand, but let it ſlip into your lap, and clap your pudding into your mouth, which will be thought to be the ball that you ſhewed them; then decline your head, and open your mouth, and the pudding will ſlip down at its full length, which, with your right hand, you muſt ſtrike into your mouth again; doing this three or four times, then you may diſcharge it in your hand, and clap it into your pocket without any ſuſpicion, by making three or four wry faces after it, as though it had ſtuck in your throat; and if you practiſe ſmiting eaſily on your throat, with your fiſt on each ſide, the pudding will ſeem to chink as if it was lying there; then ſay, "Thus they eat puddings in High Germany; they fling it down their throats before their teeth can take poſſeſſion of it.

To put a Lock upon a Man's Mouth.

You muſt have a lock made for this purpoſe, according to the figure; one ſide of its bow muſt be immoveable, as that marked with A, the other ſide is noted with B, and muſt be pinned to the body of the lock, as



appears at E. I ſay it muſt be ſo pinned that may play to and fro with eaſe; this ſide of

the bow muſt have a leg as at B, and then turn it into the lock; this leg muſt have two notches filed on the inner ſide, which muſt be ſo ordered, that one may lock or hold the two ſides of the bow as cloſe together as may be, and the other notch to hold the ſaid part of the bow a proportionable diſtance aſunder, that being locked upon the cheek, it may neither pinch too hard, nor yet hold it ſo ſlight that it may be drawn off; let there be a key fixed to it to unlock it, as you ſee at D; and laſtly, let the bow have divers notches filled in it, ſo that the place of the partition, when the lock is ſhut home, will the leaſt of all be ſuſpected in the uſe of the lock; you muſt get one to hold a teſter edge long, between his teeth, then take another teſter, and with your left hand proffer to ſet it edgeways between a ſecond man's teeth, pretending that your intent is to turn both into which of their mouths they ſhall deſire, by virtue of your words, which he ſhall no ſooner conſent to do, but you, by holding your lock privately in your right hand, with your fore finger a little down, after ſome ſtore of words, and the lock having hung on a while, ſeem to pull the key out of his noſe.

How to ſhew the Magical Bell and Buſhel.

This feat may well be called magical, for really it is very amazing, if it be well handled.

This

This buſhel muſt be turned neatly like unto the egg boxes, ſo that they cannot find out where it opens; and you muſt have a falſe lid to clap on and off, and upon that falſe lid, glue ſome bird ſeed; and then you muſt have a true lid made to clap neatly upon the falſe one: now you muſt have your artificial bell to ſhew with your buſhel.

You may make your bell with wood or braſs: your bell muſt be made to unſcrew at top, that it may hold as much ſeed as your buſhel will when it it filled; and you muſt have the handle of your bell made with a ſpring, ſo as to let the ſeed fall down at your word of command.

The manner to uſe them is as followeth—Note—You muſt be ſure to fill the top of your bell with ſeed, before you begin to ſhew; then ſaying, 'Gentlemen, you ſee I have nothing in my bell,' (which they cannot, if you hold it by the handle) nor have I any thing in my buſhel, therefore I'll fill my buſhel with

ſeed; and in filling it clap on the falſe lid, and no man can tell to the contrary.

Then aſk any body in the company to hold that in their hands, and you'll command it all under the magical bell; ſo clap the true lid on, and then ring your bell, and the ſeed will be gone out of your buſhel into your bell, to the great admiration of all the beholders.

How to put a Ring through your Cheek.

You muſt have two rings made of ſilver or braſs, or what you pleaſe, of one bigneſs, colour, and likeneſs, ſaving that one muſt have a notch through it, and the other muſt be whole, without a notch; ſhew the whole ring, and conceal that which hath the notch, and ſay, 'Now I'll put this ring through my cheek,' and privately ſlip the notch over one ſide of your mouth; then take a ſmall ſtick, which you muſt have in readineſs, and ſlip the whole ring upon it, holding your hand over it about the middle of the ſtick; then bid ſomebody hold faſt the ſtick at both ends, and ſay, 'See this ring in my cheek, it turns round, then, while you perceive them faſten their eyes upon that ring, upon a ſudden whi

out, and ſmite upon the ſtick therewith inſtantly, concealing, and whirling the other ring you hold your hand over, round about the ſtick, and it will be thought that you have brought that ring upon the ſtick which was upon your cheek.

How to ſhew the Hen and Egg Bag, and out of an empty Bag to bring above an Hundred Eggs, and afterwards a live Hen.

You muſt go and buy two or three yards of callico, or printed linen, and make a double bag, and at the mouth of the bag, on that ſide next you, you muſt make four or five little purſes, in which you muſt put two or three eggs in each purſe, and do ſo till you have filled that ſide next to you, and have a hole made at one end of your bag, that no more than two or three eggs come out at once; then you muſt have another bag like unto that exactly, that one muſt not be known from the other, and then put a hen into that bag, and hang it on a hook on that ſide you ſtand. The manner of performing it is thus—Take the egg bag and put both your hands in it, then turn it inſide out, and ſay, "Gentlemen, you ſee here is nothing in my bag;" and in turning it again you muſt ſlip ſome of the eggs out of the purſes, as many as you think fit, and then turn your bag again, and ſhew the company that it is empty, and in turning it again you command more eggs to come out,

and

and when all is come out but one, you muſt take that egg and ſhew it to the company,

and then drop down your egg bag and take up your hen bag, and ſo ſhake out your hen, pigeon, or any other fowl. This is a noble trick if well handled.

How to cut the Blowing Book.

Make a book ſeven inches long, and about five inches broad, and let there be forty-nine leaves, that is ſeven times ſeven, contained therein, ſo as you may cut upon the edges of each leaf, ſix notches, each notch in depth a quarter

arter of an inch, with a gouge made for
at purpoſe, and let them be one inch dif-
nt; paint every thirteenth or fourteenth page,
hich is the end of every ſixth leaf, and be-
inning of every ſeventh, with like colours or
ctures; cut off with a pair of ſhears, every
otch of the firſt leaf, leaving only one inch
paper, which will remain half a quarter of
inch above that leaf; leave another like
ch in the ſecond part of the ſecond leaf,
pping away an inch of paper in the higheſt
ace above it, and all notches below the ſame,
d orderly to the third and fourth, and ſo as
ere ſhall reſt upon each leaf, one only nick of
per above the reſt, one high uncut, and inch
paper muſt anſwer to the firſt directly, ſo
when you have cut the firſt ſeven leaves
ſuch a manner as I have deſcribed, you are
begin the ſelf ſame order at the eighth leaf,
ſcending in the ſame manner to the cutting
e other ſeven leaves to twenty-one, until you
e paſt through every leaf all the thickneſs
your book.

w to make Three little Children dance in a Glaſs upon the Table.

Take little figures of glaſs that are made
llow, of an inch and a half high, repreſent-
g little boys, which may be had at the glaſs
wers; theſe little images have a ſmall hole
ne of their legs, and are lighter than wa-
; immerge them into the water contained

in

in the glaſs. This glaſs is about a foot or fifteen inches high, and covered with a bladder, which is tied faſt over the top; a ſmall quantity of air is to be left between the bladder and ſurface of the water; ſo when you command them to walk down, preſs your hand hard

upon the top, and they will immediately g down, and ſo you may make them dance

e middle of the glaſs, at your pleaſure; and hen you would have them go up to the top, ke your hand away, and they will walk up.

To ſhew the Trick with the Funnel.

You muſt get a double funnel, that is, two unnels ſoldered one within the other, ſo that you may, at the leaſt end, pour in a quantity of wine or water; this funnel you muſt have eady filled before hand, with whatſoever liquor you pleaſe, and call for ſome of the ſame kind; then draw your funnel; and ſetting your middle finger unto the bottom of it, id ſomebody, or elſe do it yourſelf, pour t full, and drink it up before them, and urn the broad end of the funnel downwards, ſaying,

ſaying, "Gentlemen, all is gone, and in a trice turn yourſelf about, and in turning, pronounce ſome term of art, withdraw your finger from the narrow end, and let the liquor out between the funnels, and it will be thought to be that which you drank out of the funnel, and ſo you may perſuade them it is the ſame.

Bonus Genius, or Hiccius Doctius.

You muſt have the figure of a man made of wood, about the bigneſs of your little finger, the head whereof muſt be made to take off and put on at pleaſure, by means of a wire that is in the neck; alſo, you muſt have a cloth cap with a little bag within, to convey the head into; the bag muſt be neatly made, that it may not eaſily be perceived: ſhew your man to the company, and ſay, 'Gentlemen, this I call my Bonus Genius;' then ſhew the cap, ſaying

The

This is his coat: ſay moreover, look now as ſtedfaſt as you can, nevertheleſs I will cozen you, for therefore am I come, then hold your cap above your face, and take your man in your right hand, and put his head through the hole of the cap, ſaying, now he is ready to go on any meſſage I have to ſend him, to Spain or Italy, or where I will, but he muſt have ſomewhat to bear his charges; with that pull out your right hand from under your cap, and therewith the body, but privately putting your right hand into your pocket, as if you felt for money, where you may have the body, and take out your hand and ſay, there is three crowns for you, now begone; then turn the head and ſay, But he will look about him before he goes: then ſay, (ſetting your fore fingers upon his crown) Juſt as I thruſt my fore finger down ſo he ſhall vaniſh, and therewith, by the aſſiſtance of your left hand that is under the cap, convey his head into the little bag within the cap, then turn your cap about, and ſay, See here he is gone, then take your cap and hold it up again, drawing the head out of the little bag, and ſay, Hec mecut genius, and in the mean time thruſt the head through the hole of the cap, and holding the head by the wire, turn it about preſently, and put the head into your pocket.

Of Conveyance of Money.

The conveyance of money is not much i ferior to the balls, but much eaſier to do; t principal place to hold a piece of money is t palm of your hand; the beſt piece to keep i teſter; but with exerciſe all will be alike, e cept the money be very ſmall, and then it to be between the fingers, almoſt at the fi gers end, whereas the ball is to be kept belo near the palm; the money muſt not be of t large a circumference for hindering the co veyance.

To convey Money out of one of your Hands i the other, by Legerdemain.

Firſt, you muſt hold open your right han and lay therein a teſter, or ſome big piece money, then lay thereupon the top of yo long leſt finger, and uſe words, and upon ſudden ſlip your right hand from your fing wherewith you hold down the teſter f therein, and ſuddenly, I ſay, drawing y right hand through your left, you ſhall ſe to have left the teſter there, eſpecially w you ſhut, in due time, your left hand, wh that it may more plainly appear to be tr done, you may take a knife and ſeem to kn againſt it, ſo as it may make a great ſou this is pretty, if it be cunningly done; both the ear and the eye are deceived by t device.

o convert Money into Counters, and reverſe it.

Another way to deceive the lookers on, is do as before, with a teſter, and keeping a unter in the palm of your left hand, ſecret- ſeem to put the teſter therein, which being tained ſtill in the right hand, when the left nd is opened, the teſter will ſeem to be turned into a counter.

o put a Teſter into one Hand, another into the other Hand, with words bring them together.

He that hath once attained to the faculty retaining one piece of money in his right nd, may ſhew an hundred pleaſant deceits by at means, and may reſerve two or three as ell as one, and ſo then you may ſeem to put ne piece into your left hand, and retaining ſtill in your right hand, you may, together erewith, take up another like piece, and ſo ith words, ſeem to bring both pieces toge- er. Variety of tricks may be ſhewed in ggling with money.

To put a Teſter into a Stranger's Hand, and nother into your own, and to convey both into the ranger's Hand with Words.

Alſo, you may take two teſters, evenly ſet gether, and put the ſame, inſtead of one ſter, into a ſtranger's hand, and then, mak-

ing as though you did put one teſter into your own hand, with words, you ſhall make it ſeem that you convey the teſter in your own hand into the ſtranger's hand; for when you open your ſaid left hand, there ſhall be nothing ſeen, and he, opening his hand, ſhall find two teſters, which he thought was but one.

How to ſhew the ſame, or the like Feat, otherwiſe.

To keep a teſter between your fingers, ſerveth eſpecially for this and ſuch like purpoſes: hold your hand, and cauſe one to lay a teſter upon the palm thereof, then ſhake the ſame up almoſt to your finger's end, and putting your thumb upon it, you ſhall eaſily, with a little practice, convey the edge betwixt the middle and fore-finger; whilſt you proffer to put it into your other hand, provided always that the edge appears not through the fingers, on the back ſide, which being done, take up another teſter, which you may cauſe another ſtander by to lay down, and put them both together, either cloſely, inſtead of one into a ſtranger's hand, or keep them ſtill in your own hand, and after ſome words ſpoken, open your hands, and there being nothing in one hand, and both pieces in the other, the beholders will wonder how they came together.

To throw a piece of Money away, and find it again where you left it.

You may with the middle or ring finger of the right hand, convey a teſter into the palm, with the ſame hand, and ſeeming to caſt it away, keeping it ſtill, which, with confederacy, will ſeem ſtrange; to wit, when you find it again, where another has placed the like piece; but theſe things, without practice, cannot be done; therefore I will proceed to ſhew how things may be brought to paſs with leſs difficulty, and yet as ſtrange as the reſt, which, being unknown, are marvelouſly commanded, but being known, are derided, and nothing at all regarded.

How to make a Groat, or a Teſter, leap out of a Pot, or to run along a Table.

You ſhall ſee a juggler take a teſter and throw it into a pot, or lay it in the middle of a table, and with enchanted words, cauſe the ſame to leap out of the pot, or run towards him, or from him along the table, which will ſeem miraculous till you know how it is done, which is thus—Take a long black hair of a woman's head, faſten it to the rim of a teſter, by the means of a little hole driven through the ſame with a Spaniſh needle. In like ſort you may uſe a knife or any ſmall thing; but if you would have it go from you, you muſt have a confederate, by which means all jug-

gling is graced and amended.——This feat is the ſtranger if it be done by night, a candle being placed between the ſpectators and the juggler, for by that means their eyes are hindered from diſcerning the deceit.

To make a groat, or Teſter, ſink through a Table, and to vaniſh out of a Handkerchief ſtrangely.

A juggler will ſometimes borrow a teſter, and mark it before you, and ſeem to put the ſame in the middle of a handkerchief, and wind it ſo as you may the better ſee and feel it; then he will take the handkerchief and bid you feel whether the teſter be there or no; and he will alſo require you to put the ſame under a candleſtick, or ſome ſuch like thing; then he will ſend for a baſon of water, and holding the ſame under the table, right againſt the candleſtick, he will uſe certain words of enchantment, and, in ſhort, you ſhall hear the teſter fall into the baſon; this done, let one take off the candleſtick, and the juggler take the handkerchief by a taſſel, and ſhake it; but the money is gone, which ſeemeth as ſtrange a ſe as any whatſoever, but being known the miracle is turned to a bauble; for it is nothing elſe but to ſew a teſter into a corner of a handkerchief, finely covered with a piece of linen a little bigger than your teſter, which corner you muſt convey, inſtead of the teſter given you, into the middle of your handkerchief, leaving the other in your hand or lap which

which, afterwards, you ſeem to pull through the table, letting it fall into the baſon.

How to transform a Counter to a Groat.

Take a groat, or a ſmaller piece of money, and grind it very thin on one ſide, then take two counters and grind them, the one on one ide, and the other on the other ſide; glue the mooth ſide of the groat to the ſmooth ſide of he counter, joining them ſo cloſe tog ther may be, eſpecially at the edges, which may e ſo filed, as they ſhall ſeem to be but one iece; to wit, one ſide a counter and the other de a groat; then take a little green wax, or that is ſofteſt, and therefore beſt, and lay ſo on the ſmooth ſide of the counter, as it oes not much diſcolour the groat, and ſo will hat counter, with the groat, cleave together though they were glued, and, being filed ven with the groat and the other counter, will ſeem ſo perfectly like an entire counter, hat though a ſtranger handle it, he cannot etray it; then, having a little touched your re finger, and the thumb of your right nd, with ſoft wax, take therewith this coun- rfeit counter, and lay it openly upon the lm of your left hand, in ſuch ſort as Breſſaw yeth down his counter, wringing the ſame rd, ſo as you may leave the glued counter th the groat apparently in the palm of your t hand, and the ſmooth ſide of the waxed unter will ſtick faſt upon your thumb, by reaſon

reaſon of the wax wherewith it is ſmeared: and ſo you may hide it at your pleaſure, always be ſure to lay the waxed ſide downward, and the glued ſide upward, then cloſe your hand, and in or after cloſing thereof, turn the piece, and ſo, inſtead of a counter, which they ſuppoſe to be in your hand, you ſhall ſeem to have a groat, to the aſtoniſhment of the beholders, if it be well handled. The juggler muſt not have any of his tricks wanting.

An excellent Feat to make a Two-penny Piece be plain in the Palm of your Hand, and be paſſed from thence where you like.

Put a little red wax, not too much, upon the nail of your longeſt finger, thenlet a ſtranger put a two-penny piece into the palm of your hand, and ſhut your fiſt ſuddenly, and convey the two-penny piece upon the wax which, with uſe, you may ſo accompliſh, as no man ſhall perceive it; then, and in the mean time, uſe words of courſe, and ſuddenly open your hand, hold the tips of your fingers rather lower than the palm of your hand, and the beholders will wonder where it is gone; then ſhut your hand ſuddenly again, and lay a wager whether it be there or no, and you may either leave it there or take it away at pleaſure; this if it be well handled, hath more admiration than any other feat of the hand. Note—This may be beſt done by putting the wax up

he two-penny piece, but then you muſt put it into your hand yourſelf.

To convey a Teſter out of the Hand of one that holds it faſt.

Stick a little wax upon your thumb, and ake a ſtander-by by the fingers, ſhewing him e teſter, and telling him you will put the me into his hand, then wring it down hard ith your waxed thumb, and uſing many ords, look him in the face, and, as ſoon as ou perceive him look in your face, or on your nd, ſuddenly take away your thumb, and oſe his hand, and it will ſeem to him that e teſter remaineth; even as if you wring a ſter upon one's forehead, it will ſeem to ſtick hen it is taken away, eſpecially if it be wet; en cauſe him to hold his hand ſtill, and, with eed, put it into another man's hand, or into our own, two teſters inſtead of one, and uſe ords of courſe, whereby you ſhall make the holders believe, when they open their hands, at by enchantment, you have brought both gether.

To convey a Shilling, being in one Hand, into another, holding your Hands apart.

It is neceſſary to mingle ſome merry pranks ong your grave miracles, as in this caſe of ney, to take a ſhilling in each hand, and ding your arms abroad, to lay a wager that

that you will bring them both into one hand without bringing them any nearer together; the wager being laid, hold your arms abroad, like a rod, and turning about with your body, lay the ſhilling out of one of your hands, upon the table, and turning to the other hand, ſo you ſhall win your wager.

To tranſform any ſmall Thing into any other Form by folding of Paper.

Take a ſheet of paper, and fold or double the ſame, ſo as one ſide to be a little longer than the other, then put a counter between the two ſides of the leaves of the paper, up to the middle of the top of the fold, hold the ſame ſo as it be not perceived, and lay a groat on the outſide thereof, right againſt the counter, and fold it down to the end of the longer ſide, and when you have unfolded it again, the groat will be where the counter was; ſo that ſome will ſuppoſe that you have tranſformed the money into a counter; and with this many tricks may be done.

Another Experiment of the like Nature.

Take two papers, three inches ſquare each, divided into two folds, into three equal parts on either ſide, ſo as each folded paper remain one inch ſquare; then glue the back ſide of the two together, as they are folded, and not as they are opened, and ſo ſhall both papers

lie

ſeem to be but one, and which ſide ſoever you ſpen, it ſhall appear to be the ſame, if you have handſomely the bottom, as you may well do with your middle finger, ſo as if you have a groat in one hand, and a counter in the other, you have ſhewed but one, may, by turning the paper, ſeem to change it; this may beſt be performed by putting it under a candleſtick, or a hat, and with words, ſeem to do the feat. This is no inferior trick.

Of Cards, with good Caution how to avoid Cozenage therein, eſpecially Rules to convey and handle the Cards, and the Manner and Order how to accompliſh all Difficulties and ſtrange Things wrought with Cards.

I have now beſtowed ſome waſte money among you, I will ſet you to cards, by which kind of witchcraft a great number of people have juggled away, not only their money, but alſo their lands, their health, their time, and their honeſty. I dare not as I could, ſhew the lewd juggling that cheats practiſe, leſt it miniſter ſome offence to the well diſpoſed, to the ſimple hurt and loſſes, and to the wicked occaſion of evil doing; but I could wiſh all gameſters to beware not only of cards, but alſo of what dice they play withal; but eſpecially with whom, and where they exerciſe gaming; and to let dice paſs as a thing whereby a man muſt inevitably be cozened: one that is ſkilful in making bumb cards, may undo hundreds

hundreds of wealthy men that are given gaming; for if he hath a confederate prese either of the players or ſtanders-by, the m chief cannot be avoided. If you play amo ſtrangers, beware of him that ſeems ſimple drunken, for under their habit the moſt ſp cious cozeners are preſented, and while y think, by their ſimplicity and imperfectio to beguile them, and thereby perchance a perſuaded by their confederates, which y take to be your friends, you will then be m of all deceived; beware alſo of the betters a lookers on, and, particularly, of them that b on your ſide, whilſt they look on your gam without ſuſpicion, they diſcover it by ſigns your adverſaries, with whom they bet, and y are their confederates.

But in ſhewing feats and juggling wi cards, the moſt principal point conſiſts in t ſhuffling them nimbly, and always keepi one card either at the bottom, or in ſo known place of the ſtock, four or five ca from it; hereby you ſhall ſeem to work wo ders, for it will be eaſy for you to ſee one ca which though you be perceived to do it, w not be ſuſpected, if you ſhuffle them well terwards; and this caution I muſt give y that, in reſerving the bottom card, you m always, whilſt you ſhuffle, keep him a li before or a little behind all the cards ly underneath him, beſtowing him, I ſay, eit a little beyond his fellows before, right o the fore finger, or elſe behind the

as the little finger of the left hand may
et with it, which is the eaſier, readier, and
ter way: in the beginning of your ſhuffling,
uffle as thick as you can, and in the end,
ow upon the ſtock the nether card, with
many more, at the leaſt, as you would have
ſerved for any purpoſe, a little before or a
le behind the reſt, provided always that
ur fore finger (if the pack lay behind) creep
to meet with the bottom card; and when
u feel it, you may then hold it until you
ve ſhuffled over the cards again, ſtill leaving
ur kept card below: being perfect herein,
u may do almoſt what you like with cards
this means, what pack ſoever you uſe,
ough it conſiſts of eight, twelve, or twenty
rds, you may keep them ſtill together cun-
ered, next to the card, and yet ſhuffle them
en, to ſatisfy the curious beholders. As for
ample, and for brevity ſake, to ſhew divers
ts under one.

w to deliver Four Aces, and to convert them into Four Knaves.

Make a pack of theſe eight cards, viz. four
aves and four aces; and although the eight
rds muſt be immediately together, yet muſt
ch knave and ace be evenly ſet together, and
e ſame eight cards muſt lie alſo in the low-
place of the bunch, then ſhuffle them ſo
ways at the ſecond ſhuffling; or leſt way,
he end of your ſhuffling the ſaid pack

ac-

ace may lie undermoſt, or ſo as you may know where he goeth and lieth always; I ſay, let your aforeſaid pack, with three or four cards more, lie inſeparable together, immediately upon and with that ace; then uſing ſome ſpeech or other device, and putting your hands with the cards, to the edge of the table, to hide the action, let out, privately, a piece of the ſecond card, which is one of the knaves, holding forth the ſtock in both your hands, and ſhewing to the ſtander-by, the nether card, which is the ace, or kept card, covering alſo the head or piece of the knave, which is the next card, and, with your fore finger, draw out the ſame knave, laying it down on the table, then ſhuffle them again, keeping your pack whole, and ſo have your two aces lying together in the bottom; and to reform that diſordered card, and alſo to grace and countenance that action, take off the uppermoſt card of the bunch, and thruſt it into the midſt of the cards, and then take away the nethermoſt card, which is one of your ſaid aces, and beſtow him likewiſe; then you may begin as before, ſhewing another ace, and inſtead thereof lay down another knave, and ſo forth, until, inſtead of four aces, you have laid down four knaves; the beholders, all this while thinking that there lies four aces on the table, are greatly amuſed, and will marvel at the tranſformation. You muſt be well adviſed in ſhuffling the bunch, leſt you over ſhoot yourſelf.

How to tell one what Card he ſeeth at the Bottom, when the Card is ſhuffled in the Pack.

When you have ſeen a card privately, or as though you marked it not, lay the ſame undermoſt, and ſhuffle the cards as before you are taught, till your card be again at the bottom; then ſhew the ſame to the beholders, bidding them remember it; then ſhuffle the cards, or let any other ſhuffle them, for you know the card already, and therefore may, at any time, tell them what card they ſaw, which, nevertheleſs, muſt be done with caution, or ſhew of difficulty.

Another Way, having your ſelf never ſeen the Cards.

If you can ſee no card, or be ſuſpected to have ſeen that which you mean to ſhew, then let a ſtander-by ſhuffle, and afterwards take you the cards into your hands, and having ſhewed them, and not ſeen the bottom card, ſhuffle again, and keep the ſame cards, as before you are taught; and either make ſhift then to ſee it when their ſuſpicion is paſt, which may be done by letting ſome cards fall, or elſe lay down all the cards in heaps, remembering where you laid the bottom card; then eſpy how many cards lie in ſome one heap, and lay the flap where your bottom card is upon that heap, and all the other heaps upon the ſame, and ſo, if there were five cards

in the heap whereon you laid your card, then the ſame muſt be the ſixth card, which now you muſt throw out, or look upon with ſuſpicion, and tell them the card they ſaw.

To tell, without Confederacy, what Card one thinks of.

Lay three cards at a diſtance, and bid a ſtander-by be true, and not waver, but think on one of the three, and by his eye, you ſhall aſſuredly perceive which he thinketh on: and you ſhall do the like if you caſt down a whole pack of cards with the faces upwards, whereof there will be few, or none, plainly perceived, and they, alſo court cards; but as you caſt them down ſuddenly, ſo muſt you take them up preſently, marking both his eyes, and the card whereon he looketh.

How to make a Card jump out of the Pack, and run on the Table.

This is a wonderful fancy if it be well handled, as thus—

Take a pack of cards, and let any one draw a card that they fancy beſt, and afterwards take and put it into the pack, but ſo as you know where to find it at pleaſure; for by this time I ſuppoſe you know how to ſhuffle the cards, and where to find any card when it is put into the pack; then take a piece of wax, and put it under the thumb nail of your right hand

hand, and there faſten a hair to your thumb, and the other end of the hair to the card, then ſpread the pack of cards open upon the table, and ſay, if you are a pure virgin, the card will jump out of the pack; then by your words or charms, ſeem to make it jump on the table.

How to tell what Card any Man thinketh on, and how to convey the ſame into a Kernel of a Nut, or Cherry Stone, and the ſame again into one's Pocket, and how to make him draw the ſame, or any Card you pleaſe, and all under one Device.

Take a nut, or cherry ſtone, and burn a hole through the ſide of the top of the ſhell, and alſo through the kernel, if you will, with a hot bodkin, or bore it with an awl, and with a needle, pull out the kernel, ſo as the ſame may be as wide as the hole of the ſhell; then write the name of the card on a piece of fine paper, and roll it up hard, then put it into the nut or cherry ſtone, and ſtop the hole up with a little wax, and rub the ſame over with a little duſt, and it will not be perceived; then let ſome ſtander-by draw a card, ſaying, it is no matter what card you draw, and if your hands ſo ſerve you to uſe the card well, you ſhall proffer him, and he ſhall receive the ſame card that you have rolled up in the nut; then take another nut and fill it up with ink, and then ſtop the hole up with wax, and then ive that nut which is filled with ink to ſome

boy to crack, and when he finds the ink come out of his mouth, it will cauſe great laughter. By this feat on the cards many wonders may be done.

How to let 20 *Gentlemen draw* 20 *Cards, and to make one Card every Man's Card.*

Take a pack of cards and let any gentleman draw one, then let him put it in the pack again, but be ſure where to find it again at pleaſure; then ſhuffle the cards again as you are taught before, and then let another gentleman draw a card; but be ſure that you let him draw no other but the ſame card as the other drew, and ſo do till ten or twelve, or as many cards as you think fit; when you have ſo done let another gentleman draw another card, but not the ſame, and put that card into the pack where you have kept the other card, and ſhuffle them till you have brought both the cards together; then ſhewing the laſt card to the company, the other will ſhew the trick.

To change a Pack of Cards into all Sorts of Pictures.

You muſt take a pack of cards and paint upon the back ſide of one half of the pack what manner of figures that pleaſe your fancy beſt, as men, women, birds, flowers, &c. then paint the other half of the cards, viz. on that ſide

ſide the ſpots are on, after the ſame manner you did the other half; ſo between them both

you will have a compleat pack of pictures; and when you will perform this trick, you muſt ſhew the cards but half way.

How to knit a Knot upon a Handkerchief, and to undo the ſame with words.

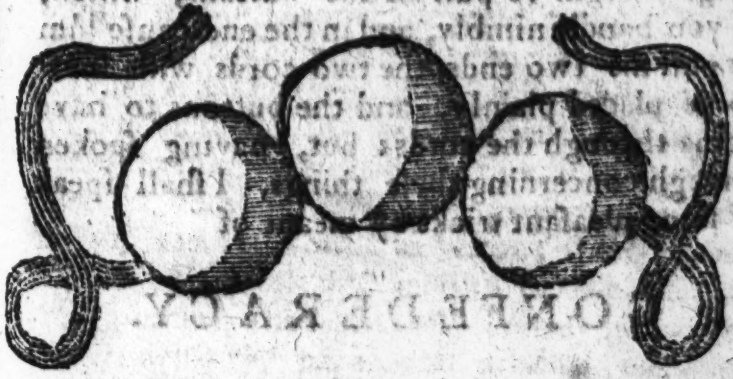
Make a plain looſe knot with the two corner ends of a handkerchief, with ſeeming to draw the ſame very hard; hold faſt the body of the ſaid handkerchief, near to the knot, with your right hand, pulling the contrary end with your left hand, which is the corner of that which

which you hold; then close up handsomely the knot, which will be somewhat loose, and pull the handkerchief so with your right hand, as the left hand may be near the knot, then will it seem to be a true and firm knot, and to make it appear more assuredly to be so indeed, let a stranger pull at the end which you hold in your left hand, while you hold fast the other in your right hand, and then holding the knot with your fore finger and thumb, and the lower part of your handkerchief, with your other finger, as you hold a bridle, when you would with one hand slip up the knot and lengthen the reins; this done, turn your handkerchief over the knot with your left hand; in doing whereof you must suddenly slip out the end, or corner, putting up the knot of your handkerchief with your fore finger and thumb, as you would put the aforesaid knot of your bridle; then deliver the same, covered and wrapped within the midst of the handkerchief, to one, to hold fast, and after pronunciation of some words of art, take the handkerchief and shake it, and it will be loose.

How to take 3 Button Moulds off a String.

Take two little whip cords, of two feet long each, double them equally, so as there may appear four ends; then take three button moulds, the hole of one of them must be bigger than the rest, and put one button mould upon

upon the eye, or bout, of one cord, and another on the other cord; then take the button mould with the greateſt hole, and let both the bouts be hidden therein, which may be the better



done, if you put the eye, or bout, of the one into the eye, or bout, of the other; then put the middle button upon the ſame, being doubled over his fellow, ſo will the heads ſeem to be put over the two cords, you may looſe them as you like, and make it ſeem manifeſt to the beholders, who may not ſee how they are done, but that the buttons are put upon the two cords, without any fraud; then muſt you ſeem to add a more effectual binding of thoſe buttons to the ſtrings, and make one half of a knot with one of the ends of each ſide, which is for no other purpoſe, but that when the buttons be taken away, the cords may be ſeen in the caſe, which the beholders ſuppoſe to be in before; for when you have made your half knots, which in any wiſe you muſt not double

to

to make a perfect knot, you muſt deliver into the hands of ſome ſtanders by, theſe two cords, namely, two cords evenly ſet to one hand, and two in the other, and then, with a wager, begin to pull off the buttons, which, if you handle nimbly, and in the end cauſe him to pull his two ends, the two cords will ſhew to be placed plainly, and the buttons to have come through the cords: but, having ſpoken enough concerning theſe things, I ſhall ſpeak of ſome pleaſant tricks by means of

CONFEDERACY.

To cure the Tooth Ach.

This muſt be done by confederacy: I have won many a pint of wine by it. You muſt pretend you are grievouſly troubled with the tooth ach, making wry faces, and pretending a great deal of pain: then ſays your confederate, I'll undertake to cure you in a quarter of an hour; it is a plain, but a very ſafe and eaſy way; he then takes a thimble full of ſalt, puts it into a piece of paper, then he ſays, Hold this to your cheek on that ſide the pain lies, and it will be gone; you, ſhaking your head at him, aſk him if he can find none to make ſport with but you, who are indiſpoſed; he then proffers you to try his receipt, which with ſeeming unwillingneſs, take it, and hold it to your cheek a litle time, then will he aſk you

you if you find eaſe, you, ſpitting much, ſay, Yes, truly I find it much abated; then he will ſay, to perfect it, lay down your paper upon the table, ſtep into the yard and waſh your mouth with a ſpoonful of cold water. Now, (ſays he to the company in your abſence) you may ſee what conceit does; I'll take out the ſalt, and put the like quantity of aſhes in the paper, laying it, twiſted as before, in this place; then he, coming in, takes the paper again, and puts it into his mouth, as before; the company will be laughing and jeering (as though you are ignorant) then privately convey the aſhes away, with the paper, and another paper of ſalt, like the former, as you muſt have in readineſs, as before, hold to your cheek, your confederate asking you, Well, what think you now?—Why, indeed, one would not have thought to have had ſo ſoon an alteration; then will one or other in company ſay, Why do you think you have ſalt in your mouth?—Yes, I ſaw it taken out of the box. He will lay you a wager, preſently, that it is not ſalt, when by opening the paper, his folly is diſcovered, with no ſmall ſport to the company.

To know if it is a Head or a Woman, and the Party to ſtand in another Room.

This, likewiſe, is done by confederacy: he that lays it down, ſays, What is it? and that is a ſign it is head; or he ſays, What is it now?

and

and that is a ſign it is a woman: croſs and pile in ſilver is done the ſame way. By confederacy, divers ſtrange things are done; as to make a man, by muttering ſome words, pull off his cloaths and dance naked: thus you may throw a piece of money into a pond, and bid a boy go to ſuch a ſecret place where you have hid it, and he will bring it, and make them believe it is the ſame that you threw into the pond, and no other.

So let a confederate take a ſhilling, and put it under a candleſtick, on a table, a good diſtance from you, then you muſt ſay, Gentlemen, you ſee this ſhilling; then take your hand and knock it under the table, and convey it into your pocket, then ſay, The ſhilling is gone; but look under ſuch a candleſtick and you will find it.

The Egg Box is looked upon to be as good a Trick, and as cunning a Slight, as any done; but becauſe it cannot be expreſſed in Words, I have put the following Figures to explain it.

A. ſignifies the egg box, made in the faſhion of two bee-hives, put one upon another: —B the upper ſhell—C the inner ſhell, covered over artificially with the skin of an egg —D the lower part of the ſhell box; putting B, which is the outward ſhell, upon C, and both upon D, as it ſtands, makes the box perfect to do this trick—Call for an egg, then bid

bid all the ſtanders-by look on it, and ſee that it is a real egg, ſetting the box upon the table,

upon the foot D; take off the upper part B, C, with your fore finger and thumb; then placing the egg in the box, ſay, You ſee it fairly in, and, uncovering it again, likewiſe ſay, You

ſhall ſee me fairly take it out, putting it into your pocket in their ſight; open your box again and ſay, There's nothing; cloſe your hand about the middle of the box, and taking B by the bottom, ſay, There is the egg again, which appears to the ſpectators to be the ſame that you put in your pocket; then clapping that on again, and taking the lid of C between your fore finger and thumb, ſay—It is gone again.

To ſeem to cut a Hole in a Cloak, Scarf, or Handkerchief, and with Words to make it whole again.

To do this you muſt have a piece of the ſame ready in your hand, the ſample of that you intend to cut; then, amongſt other tricks by you, clap your hand upon the place you intend to cut; then, drawing hollow by the falſe piece, cauſe it to be cut off, and griping your hand, ſhew the hole from whence the piece came away which is in your hand, which is done by pretending to feel in your pocket for a needle and thread to ſew it up again; by drawing your hand out of your pocket, ſay, I have no needle, but I have a charm that will do as well; ſo muttering ſome words, bid them blow upon it, and pulling your hand from the place, ſhews it entire.

To make a Room ſeem all on Fire, mighty dreadful to behold.

Take ſal armoniac half an ounce, camphire one ounce, aquæ vitæ two ounces; put them into an earthen pot in the faſhion of a chamber pot, but narrow ſomething upon the top; then ſet fire to it, and the room will ſeem to them that are in it, to be all on fire; nay, themſelves will flap their hair and cloaths, thinking they are all on fire, when there is nobody hurt unleſs it be fright—have a care there be no women with child in the room, for you yourſelf would be frightened if you did not know the trick.

How to walk on an hot Iron Bar, without any Danger of Scalding or Burning.

Take half an ounce of camphire, diſſolve it in two ounces of aquæ vitæ, add to it one ounce of quickſilver, one ounce of liquid ſtorax, which is the droppings of myrrh, and hinders the camphire from firing; take alſo two ounces of hematitis, a red ſtone, to be had at the druggiſt's; and when you buy it, let them beat it to powder in their great mortar, for it is ſo very hard that it cannot be done in a ſmall one; put this to the above mentioned compoſition, and when you intend to walk on the bar, you muſt anoint your feet well therewith, and you may walk over

without danger. By this you may wash your hands in boiling lead.

How to eat Fire, and blow it up in your Mouth with a Pair of Bellows.

Anoint your tongue with liquid storax, and you may put a pair of tongs into your mouth, red hot, without hurting yourself, and lick them till they are cold—by the help of this ointment, and by preparing your mouth thus, you may take wood coals out of the fire, and

eat them as you would bread; dip them into brimstone powder, and the fire will seem more strange;

ſtrange; but the ſulphur puts out the coal, and ſhutting your mouth cloſe puts out the ſulphur, and ſo then chump the coals and ſwallow them, which you may do without offence to the body; and if you put a piece of lighted charcoal into your mouth, you may ſuffer a pair of bellows to be blowing in your mouth continually, and receive no hurt; but your mouth muſt be quickly cleaned, otherwiſe it will cauſe a ſalivation. It is a very dangerous thing to be done; and although thoſe that practiſe it, uſe all the means they can to prevent danger, yet I never ſaw any of theſe fire-eaters that had a good complexion; the reaſon I could give, but it is knowu to the ſons of art: ſome put bole armoniac into this recipe, a cold thing, which ſpoils the whole compoſition, and ſo leave out hemaittis and liquid ſtorax, but let them beware how they uſe it.

How to make a Knife leap out of a Pot.

When you are in company, and intend to make ſport, have a pot full of water ſtanding on a table; then take a piece of whalebone, about three inches long, let it be pretty ſtiff, and it will ſpring the better; take alſo a new ſtiff card, and fold it down the middle, longways; cut a hole through both folds at each end, half an inch, or more, from the ends, put one end of the whalebone in at one end of the card, bend it like a bow, and then put the other end of the whalebone into the other end

of the card; ſet this into the pot, with two inches, or more, deep in the water, then place

the handle of your knife upon the uppermoſt part of the whalebone, with the point upwards —uſe ſome word of art, as preſto.

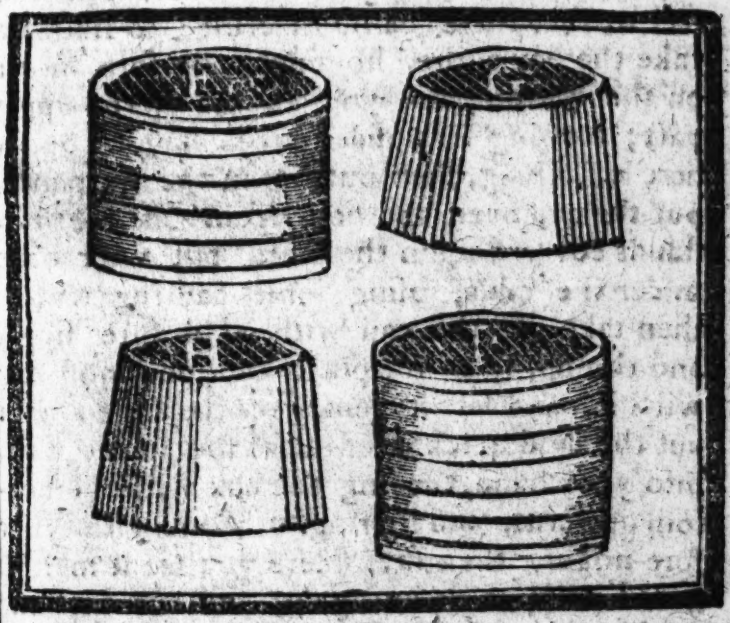
How to light a Candle by a Glaſs of Water, or any other Liquor, without the Help of Fire.

You muſt take a little piece of phoſphorus, about the bigneſs of a pin's head, and with a piece of tallow, ſtick it on the edge of the drinking glaſs, and then take a lighted candle and blow it out, and apply it to the glaſs, and it will immediately light. This is the preparation Cromwell uſed to fire off his cannon withal, very amazing to behold. You may write

write with it on paper, ſome horrible words or other, and it will appear dreadful and frightful to the beholders; alſo you may take a piece as big as a pin's head, and rub it on a piece of paper, and it will ſeem all on a flame.

The Melting Box.

This melting box is another artificial ſlight, which is ſhewn as follows, made in the faſhion of a ſcrew, that ſo the lips may hang without diſcovery, as thus—F is the out part of the



box—G the firſt in-part—H the ſecond in part—I a round caſe, made of pluſh, or leather, with a button on the top, and wide enough

enough to ſlip on and off, half in the bottom of the box. F, put a ſmall quantity of quick-ſilver, killed, which may be done with the ſhavings of pewter, or faſting ſpittle, in the ſecond part, which is H, let there be ſix ſingle pence; put theſe in the firſt or outmoſt part, then put G to H, and the box is perfect.

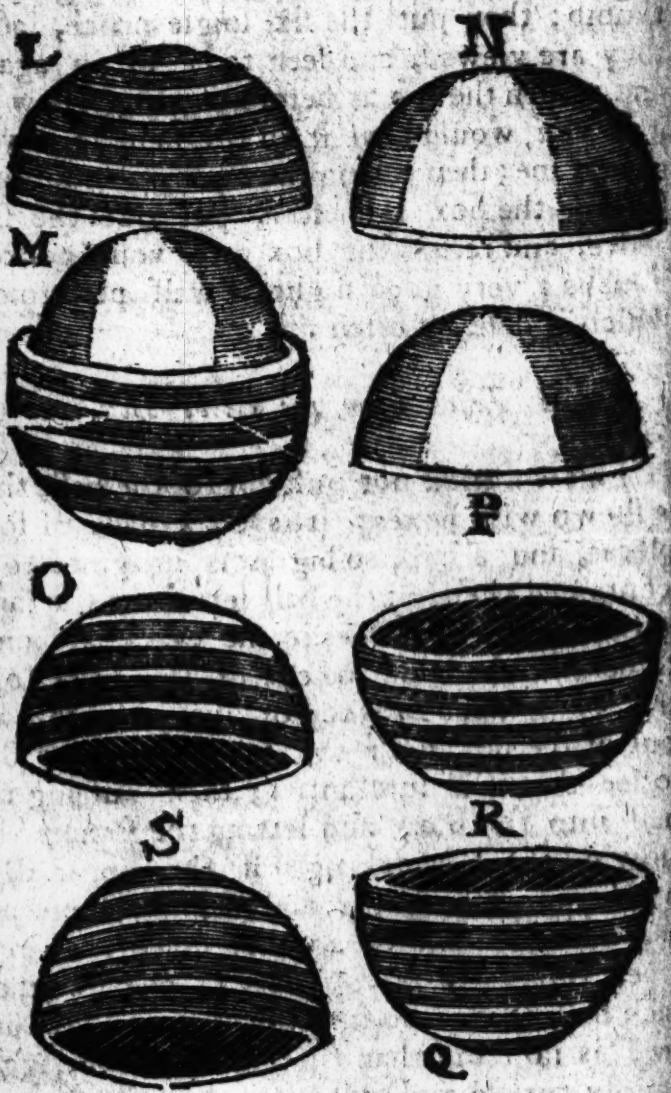
When you go to ſhew this trick, deſire any in the company to lend you a ſix-pence, and you will return it ſafe again; at requeſting withal, that none will meddle with any thing they ſee, unleſs you deſire them, leſt they prejudice you and themſelves, then take the cap off your box, and bid any one ſee it and feel it, that there be no miſtruſt; ſo likewiſe take the box entire, holding your fore finger on the bottom, and your thumb on the upper part; turning it upſide down, ſay, You ſee here is nothing, then putting in the ſix-pence, put the cap over the box again: as the box ſtands covered upon the table, put your hand under the table, uſing ſome canting words; then take off the cap with your fore finger and thumb, ſo as you pinch the innermoſt box with it, and ſet it gently on the table; then put the dead quickſilver out of the lower part, into your hand, turning the box with the bottom upwards, and ſtirring it about with your fore-finger, then ſay, Here you ſee it melted, now I will put it in again, and turn it into ſingle pence; ſuddenly take the cap as you took it off, and return it again, bid them blow on it; then take off the cap as you did before,

before, only pinching the uppermoſt lid in it, and ſetting it upon the table, hold the box at the top and bottom, with your fore finger and thumb; then put the ſix ſingle pence, after they are viewed, and ſeen to be ſo, in again, and return the cap as before, ſaying, Blow on it if you would have it in the ſame form you gave it me; then taking the cap by the bottom, holding the box as before, put out the ſixpence, and return the box into your pocket. This is a very good ſlight, if well performed, which is done by often uſe.

A Trick upon the Globe Box,

This is a trick not inferior to the beſt that is ſhewn with boxes: it is a box made of four pieces, and a ball, ſo big as is imagined to be contained therein; the ball ſerves in the ſame nature as the egg does in the egg box, only to deceive the hand and eye of the ſpectators, this ball, made of wood or ivory, is thrown out of the box upon the table, for every one to ſee that it is ſubſtantial; then putting the ball into the box, and letting the ſtanders-by blow on the box, taking off the upper ſhell with your fore finger and thumb, there appears another, and of another colour, as red, blue, yellow, or any variety of colours upon each ball that is ſo imagined to be, which indeed, is no more than the ſhell of wood, ingeniouſly turned and fitted for the box, as you may ſee in the following figures.

L the out ſhell of the globe, taken off the figures M N, an inner ſhell; O, the cover of



the ſame; P, the other inner ſhell; Q, the co
ve

ver of the ſame; R, the third ſhell; S, that which covers it. Theſe globes may be made with more or leſs varieties, according to the deſire of the practitioner.

To tell the Names of all the Cards in the Pack before you ſee them.

Take a pack of cards, and, after you have ſhuffled them, or let another ſhuffle them, lay them down upon the table before you, with their backs uppermoſt, then ſay, Now I will tell you the names of all the reſt of the cards in the pack, except one, before I ſee them; having ſaid ſo, draw off the uppermoſt card, and ſay—This is my hocus pocus; this is he by whoſe aſſiſtance I ſhall diſcover all the reſt of the cards in the pack; I care not what he is, for I can make any of them ſerve for the ſame purpoſe.

Then put him to your mouth, as though you charmed him, and repeat ſome cramp words, and taking off the next card from the pack, ſay, Here is the———, naming your hocus pocus; and, having ſeen him, lay him down.

How to hold Four Kings in the Hand, and by Words ſeem to transform them into Four Aces, and afterwards to make them all blank Cards.

You ſhall ſee a juggler take four kings in his hand, and apparently ſhew you them, then

then, after ſome words and charms, he will throw them down upon the table, taking one of the kings away, and adding but one other card; then taking them up again, and blowing upon them, will ſhew you them transformed into blank cards, white on both ſides; then throwing them down, as before, with their faces downwards, will take them up again, and blowing upon them, will ſhew you four aces. This trick, in my mind, is not inferior to any of the reſt, and not being known, will ſeem very ſtrange to the beholders, and yet, after you know it, you cannot but ſay the trick is pretty. Now to do this feat, you muſt have cards made for the purpoſe; half cards we may call them; that is, one half kings, and the other half aces; ſo, laying the aces one over the other, nothing but the king will be ſeen, and then, turning the kings downwards, the four aces will be ſeen; but you muſt have two whole cards one a king to cover one of the aces, or elſe it will be perceived, and the other an ace to lay over the kings, when you mean to ſhew the aces; then when you would make them all blank, lay the cards a little lower, and hide the aces, and they will appear all white. The like you may make of four knaves, putting upon them the four fives; and ſo of the other cards.

To tell or name all the Cards in the Pack, and yet never ſee them.

To do this you muſt firſt privately drop a little water or beer, about the bigneſs of a two-penny piece, upon the table before you, where you ſit; then reſt your elbows upon the table, ſo as the cuffs of your ſleeves may meet, and your hands ſtick up to the brims of your hat; in this poſture your arms will hide the drop of water from the company; then let any one take the cards and ſhuffle them, and put them into your hands, alſo let them ſet a candle before you, for this trick is beſt done by candle light; then holding the cards in your left hand, above the brim of your hat, cloſe up to your head, ſo as the light of the candle may ſhine upon the cards, and holding your head down, ſo in the drop of water, like a looking-glaſs, you ſhall ſee the ſhadow of all the cards before you; then draw the finger of your right hand along upon the card, and then lay him down. Thus you may lay down all the cards in the pack, one by one, naming them before you lay them down, which will ſeem very ſtrange to the beholders, who will think that you have felt them out.

To ſhew one what Card he taketh Notice of.

Let any one take a card out of the pack, and note him; then take part of the pack in your hand, and lay the reſt down upon the

table, bidding him lay his noted card upon them; then, turning your back towards the company, make as though you were looking over the cards in your hand, and put any card at the fore-side; and whilſt you are doing this privately, wait the cards being laid out in heaps, to find what the bottom cards are. Bid any one take four cards of the ſame number, viz. 4 aces, 4 duces, 4 trays, and any other number not exceeding 10 (for he muſt not take court cards) and lay them out; then take the remaining cards, if any ſuch there be, and divide their number by 4, and the quotient ſhall be the number of ſpots of the 4 cards; if 12 cards remain, then on each bottom card were trays, and if there be no remaining cards, then the four bottom cards are four aces.

To tell the Number of Spots on the bottom Cards laid down in ſeveral Heaps.

Bid any one take the whole pack of cards in his hand, and, having ſhuffled them, let him take off the upper card, and, having taken notice of it, let him lay it down upon the table, with his face downwards, and upon it let him lay ſo many cards as will make up the number of ſpots on the noted card, e. g. 12. If the card which the perſon firſt took notice of was a king, queen, knave, or a ſingle ten, bid him lay down that card with the face downward, calling him ten; upon the

card let him lay another, calling him eleven, and upon another calling him twelve; then bid him take off the next uppermoſt card, ſaying, What is it? Suppoſe it were a nine, and, laying it down on another part of the table, calling him 9; upon it let him lay another, calling 10; upon him another, calling him 11; and upon him another, calling him 12; then let him look on the next uppermoſt card, and ſo let him proceed to lay them out in a heap in all reſpects as before, till he has laid out the whole pack; but if there be any cards, at the laſt, I mean if there be not enough to make up the laſt noted card 12, bid him give them to you; then, to tell him the number of all the ſpots contained in all the bottom cards of the heaps, do thus—from the number of heaps ſubtract 4, and multiply the remainder by 15, and, to product, add the number of thoſe remaining cards which he gave you, if any did remain; but if there were but four heaps, then thoſe remaining cards alone ſhew the number of ſpots ſought.

Note—You ought not to ſee the bottom cards of the heaps, nor ſhould you ſee them laid out, or know the number of cards in each heap, it ſuffices if you know the number of heaps and the number of the remaining cards, if any ſuch there be, and therefore you may perform this feat as well ſtanding in another room, as if you were preſent—You muſt have a whole pack.

To make any two Cards come together which any Perſon ſhall name.

When any one hath named what two cards he would have come together, take the cards and ſay, Let us ſee if they are here, or not, and if they are, I'll put them as far aſunder as I can; then having found the two cards propoſed, diſpoſe them in the pack, and cauſe them to come together.

This trick would ſeem much more ſtrange if, when you have brought the propoſed cards together, by laying them in heaps, you lay the heap wherein the propoſed cards are at the bottom of the pack, and then ſhuffle the cards; cut them aſunder ſomewhere in the middle; ſo the propoſed cards will be found together in the middle of the pack, which will ſeem very ſtrange to the beholders.

How to burn a Thread and make it whole again with the Aſhes.

It is not one of the worſt tricks to burn a thread handſomely, and make it whole again; the manner whereof is this: take two threads or ſmall laces of one foot in length each; roll up one of them round, which will then be about the bigneſs of a pea, put the ſame between your left fore-finger and thumb; then take the other thread and hold it forth at length, betwixt your fore-finger and thumb of

of each hand, holding all your fore-fingers daintily, as young gentlewomen are taught to hold up a morſel of meat; then let one cut aſunder the ſame thread, in the middle; when that is done, put the tops of your two thumbs together, and ſo ſhall you with leſs ſuſpicion, receive the thread which you hold in your right hand into your left, without opening your left finger and thumb; then holding theſe two pieces as you did before it was cut, let theſe two be cut alſo aſunder in the middle, and they conveyed again as before, until they be very ſhort; then roll all theſe ends together, and keep that ball of thread before the other in the left hand, and, with a knife, thruſt the ſame into a candle, where you may hold it until the ſaid ball of thread be burnt to aſhes; then pull back the knife with your right hand, and leave the aſhes, with the other ball, betwixt your fore finger and thumb of your left hand, and, with the two thumbs and two fore fingers together, take pains to rub the aſhes till your thread be renewed, and draw out that thread at length, which you lay all this while betwixt your fore-finger and thumb. This is not inferior to any juggler's trick, if it be well handled; for if you are ſo perfect in legerdemain as to beſtow the ſame ball of thread, and to change it from place to place, betwixt your other fingers, as may be eaſily done, then it will ſeem very ſtrange.

To cut a Lace aſunder in the Middle, and to make it whole again.

By a device not much unlike the former you may ſeem to cut aſunder any lace that hangs about one's neck, or any point, girdle, or garter, and, with a ſham conjuration, to make it whole, and cloſe it together again, for the accompliſhment whereof, provide, if you can, a piece of the lace which you mean to cut, or at leaſt a pattern like the ſame, one inch and a half long, and keeping it double privately in your left hand, betwixt ſome of your fingers, near to the tips thereof, take the other lace which you mean to cut, ſtill hanging about one's neck, and draw down your ſaid left hand to the bout thereof, and putting your own piece a little before the other, the end, or rather middle, whereof you muſt hide betwixt your fore-finger and thumb, make the eye or bout, which ſhall be ſeen of your own pattern; let a ſtander-by cut the ſame aſunder, and it will be ſurely thought that the other lace is cut, which, with words and fretting, you ſhall ſeem to renew, and make whole again. This, if it be handled will ſeem miraculous.

How to pull innumerable Ribbons out of your Mouth, of what Colour you pleaſe.

As for pulling ribbons out of your mouth it is ſomewhat a ſtrange jeſt, whereby jug-

glers

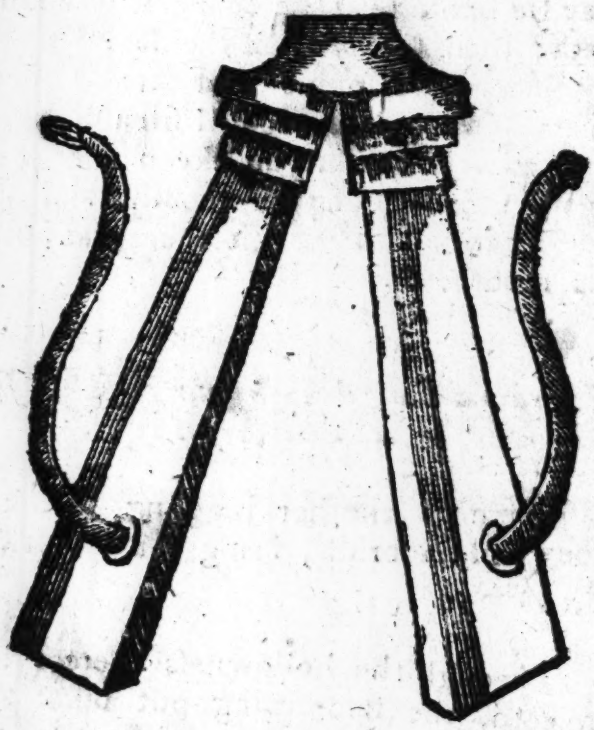
glers get money from maids, by ſelling laces by the yard, putting into their mouths one round bottom, as faſt as they pull out another, and, at the exact end of every yard, they tie knot, ſo as the ſame reſts upon their teeth; then they cut off the ſame, and ſo the beholders are double and treble deceived, ſeeing as much lace as will fill a hat, and the ſame of what colour you like to be drawn ſo by even yards, out of your mouth, and yet the juggler to talk as though there was nothing in his mouth.

To draw a Card through your Noſe, ſo ſenſible as it is wonderful to ſee.

There is another juggling knack which they call the bridle, being made of two alder ſticks—

Through the hollowneſs thereof is placed a cord, the ſame being put upon the noſe, like a pair of pincers or tongs; the cord which goeth round about the ſame being drawn to and fro, the beholders will think the cord goes through your noſe very dangerously; the knots at the end of the cord, which do ſtay the ſame from being drawn out of the ſtick, may not be put at the very top, for that muſt be ſtopped up but half an inch beneath each end; and ſo, I ſay, when it

it is pulled, it will ſeem to paſs through the noſe; and then you may take a knife and

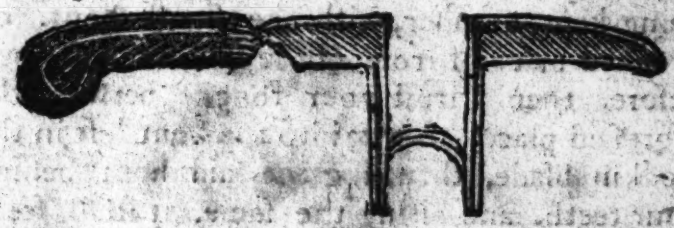


ſeem to cut the cord aſunder, and pull the bridle from your noſe,

To thruſt a Bodkin into your Forehead without hurt.

Take a bodkin, ſo made as the haft being hollow, the blade thereof may ſlip therein as ſoon as you hold the point upward; ſeem to thruſt

thruſt it into your forehead, and ſeem to thruſt it into your head, and ſo with a little ſponge in your hand, you may bring out blood or



wine, making the beholders think the blood or wine (whereof you may ſay you have drank very much) runneth out of your forehead; then, after ſhewing ſome countenance of pain and grief, pull away your hand ſuddenly, holding the point downward, and it will fall out, ſo as it will ſeem never to have been thruſt into the haft, but immediately thruſt that bodkin into your lap, or pocket, and pull out another plain bodkin like the falſe one.

How to thruſt a Bodkin through your Tongue.

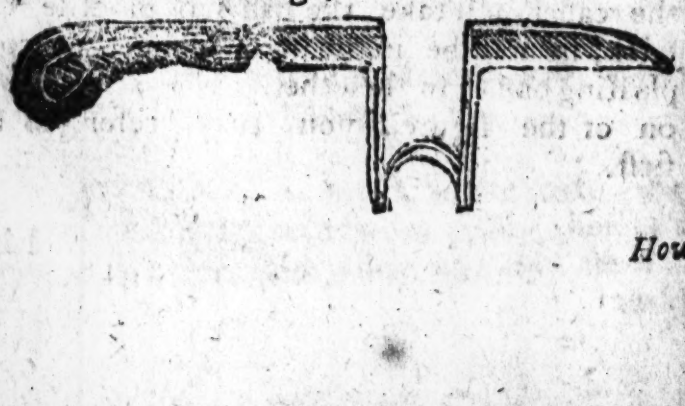
This trick is to be performed in much the ſame manner as the former, but as the firſt mentioned, the forehead, without hurt: if the reader will take the pains to practiſe this trick, he will be in no more danger of compleating one than the other. For a deſcription of the figure, you may refer to the firſt.

Make

Make a bodkin, or nail, which is all one, the blade thereof being ſundered in the middle, ſo as the one part be not near to the other, almoſt by three quarters of an inch, each part being kept aſunder, with one ſmall bout, or crooked piece of iron, of the faſhion deſcribed before, then thruſt your tongue between the aforeſaid place, to wit, into the bout left in the bodkin blade, thruſting the ſaid bout behind your teeth, and biting the ſame, it ſhall ſeem to ſtick ſo faſt in, and through your tongue, that one can hardly pull it out; alſo, you muſt have another bodkin or nail, juſt like that falſe one, to ſhew the company.

How to cut your Arm off, a pitiful Sight, without Hurt or Danger.

You muſt provide yourſelf with two knives, a true one and a falſe one, and let them be ſo alike, that no perſon can tell one from the other, ſo, when you go to ſhew this feat to the company, put the true knife into your pocket; then take out the falſe one, and clap it on your wriſt undiſcovered, and with a ſponge, make the knife bloody, and it will ſeem ſo much the more ſtrange,



How

How to kill any Fowl, but eſpecially a Pullet, and with Words to give it Life again.

Take a hen, or a chicken, and thruſt a nail, or a ſharp pointed knife, through the middle of the head thereof, the edge towards the bill, ſo as it may ſeem impoſſible for her to eſcape death; then uſe ſome words, and pulling out the knife, lay oats before her, and ſhe will eat, and live, being nothing at all grieved or hurt with the wound, becauſe the brain lieth ſo far behind in the head, as it is not touched, though you thruſt your knife between the comb and it; and after you have done this you may convert your ſpeech and actions to the grievous wounding and preſent recovery of yourſelf.

To thruſt a Piece of Lead into your Eye, and to drive it about with a Stick, between the Skin and Fleſh, and the Forehead, until it is brought to the other Eye, and thruſt out.

Put a piece of lead into one of the nether lids of your eye, as big as the point of a tag, but not ſo long, which you may do without danger, and with a little juggling ſtick, one end thereof being hollow, ſeem to thruſt the like piece of lead under the other eye lid, but convey the ſame, indeed, into the hollowneſs of the ſtick; the ſtopple or peg thereof may be privately kept in your hand until this

feat

feat be done; then ſeem to drive the ſame piece of lead, with the hollow end of the ſtick, from the ſame eye, and ſo with the end of the ſaid ſtick, being brought along upon your forehead to the other eye, you muſt thruſt out the piece of lead, and then ſhove it out of the eye; ſome put it into both, but the firſt is beſt; this is eaſily done; howbeit being cleanly handled, it will deceive the ſight of the beholders.

To make the Conſtable catch the Knave.

Take a pack of cards, and look out the four knaves; lay one of them privately on the top of the pack, and the other three down upon the table, ſaying, Here, you ſee, are three knaves got together, about no good you may be ſure; then lay down a king beſide them, ſaying, But here comes the conſtable and catches them together—Oh, ſays he, have I caught you together? Well, the next time I catch you together I'll puniſh you ſeverely for all your rogueries. Oh, but ſay they, you ſhan't catch us again together in haſte; ſo they concluded to run three ſeveral ways. Well, I'll go here, ſays one; (ſo take one of the knaves and put him at the top of the pack) And I'll go here, ſays another, (ſo put him at the bottom) Then I'll go here, ſays another (ſo put him in the middle) Nay, ſays the conſtable, if you run I'll make ſure of one, ſo I'll follow the firſt; then take the king and put him

him at the top, and let any one cut the cards asunder two or three times, then deal; cut the cards one by one, and you ſhall find three together, and the conſtable with them.

Note.—This feat would be beſt done with a pack of cards that has two knaves of that ſort one of which you put in the middle.

To ſeem to change a Card into a King or Queen.

To do this, you muſt have the picture in your ſleeve, and, by a ſwift ſlight, return the card, and fetch out the picture, with a back bending. The manner of doing this is better learnt by frequent trials, than can be taught by many words; but if you would do this feat, and yet hold your hand ſtraight and unmoved, then you muſt peel off the ſpots, or figure of a card, as thin as you can, and juſt ſtick it on the picture with ſomething that will make it ſtick a little; then, having ſhewed the ſpots, or figure of the card, you may draw it off; and roll it up with your thumb into a very narrow compaſs, holding it undiſcovered, between the inſide of the thumb and the ball of your fore-finger; and ſo produce the picture to the admiration of the beholders.

To tell One what Card he took Notice of.

Take any number of cards, as 10, 12, and then holding them with their backs towards

you, open four or five of the uppermoſt, and as you hold them out to your view, let any one note a card, and tell you whether it be the firſt, ſecond, or third from the top; but you muſt privately know the whole number of thoſe cards you took; then ſhut up your cards in your hands, and take the reſt of the pack and place upon them; then knock their ends and ſides upon the table; ſo it will ſeem impoſſible to find the noted card, yet it may eaſily be done thus; ſubſtract the number of cards you held in your hand, from fifty-two, the whole number of the cards in your pack, and to the remainder add the number of the noted card; ſo the ſame ſhall be the number of the noted card from the top; therefore, take off the cards one by one, ſmelling to them till you come to the noted card.

How to let a Gentleman hold ten Pieces of Money in his Hand, and to command them into what Number he can think on.

You muſt fling your money on a table, and deſire any body to tell ten pieces out on the table, when they have done they will ſay, There is ten. Note—You muſt have in readineſs privately concealed in your right hand five pieces, then you muſt inform the company that you always tell your money to every perſon, ſo telling down the money with your left hand, and taking it up with your right,

convey

convey the five pieces to the ten, then aſk if any body is deſirous to hold them, and there will be enough to hold them faſt; that done, bid them pleaſe to think on between 10 and 15, and ſo let them call for what number they will, you know they have it in their hand, and when they open theie hands they are ſtruck with admiration. But be ſure not to forget your terms of art to amaze the beholders.

How to cut a Man's Head off, and to put the Head into a Platter a Yard from the Body.

This is a noble action, if it be handled by a ſkilful hand. To ſhew this feat of execution you muſt cauſe a board, a cloth, and a platter to be purpoſely made, and in each of them to be made holes for a man's neck; the board muſt be made of two planks, the longer and broader the better; there muſt be left within half a yard of the end of each plank half an hole, ſo as both the planks being thruſt together, there may remain two holes like to the holes in a pair of ſtocks; there muſt be made likewiſe a hole in the cloth, a platter alſo muſt be ſet directly over or upon one of them, having an hole in the middle thereof, of the like quantity, and alſo a piece cut off the ſame ſo big as his neck, through which his head may be conveyed into the middle of the platter, and then, ſitting or kneeling un-

der the board, let the head only remain upon the board, in the frame; then to make the ſight more dreadful, put a little brimſtone into a chaffing diſh of coals, ſetting it before the head of the boy, who muſt gaſp two or three times, ſo as the ſmoak may enter his noſtrils and mouth, which is not unwholeſome, and the head will preſently appear quite dead, if the boy ſet his countenance accordingly—and if a little blood be ſprinkled on his face

the ſight will be the ſtranger. This is commonly practiſed with a boy inſtructed for the purpoſe, who, being familiar and converſant with company, may be known as well by his face as by his apparel; at the other end of the table, where the like hole is made, another

boy

boy of the bigneſs of the known boy muſt be placed, having on his uſual apparel, he muſt lean or lie upon the board, and put his head under the board, through the ſaid hole, ſo as the body ſhall ſeem to lie on one end of the board, and his head ſhall lie in a platter on the other end. There are other rules to be obſerved, as to put about his neck a little dough, kneaded with bullock's blood, which, being cold, will look like dead fleſh, and being pricked with a ſharp quill filled with blood, will ſeem to bleed—you muſt be particular to have the table cloth ſo long and ſo wide as that it may almoſt reach the ground. Note —Suffer not the company to ſtay too long in the place.

To ſeem to turn Water into Wine.

Take four beer glaſſes, rub one in the inſide with a piece of allum, let the ſecond have a drop of vinegar in it, the third empty, and then as much clean water—in your mouth put a clean rag, with ground baſil tied cloſe in it, the bulk may not be bigger than a ſmall nut, which muſt lie betwixt your hind teeth and your cheek—then take of the water out of the glaſs into your mouth, and return it into the glaſs that hath the drop of vinegar in it, which will cauſe it to have the perfect colour of ſack; then turn it into your mouth again, and chew your rag of baſil betwixt your teeth, and ſquirt the liquor into

the glaſs, and it will have the perfect colour and ſmell of claret; returning the baſil into its former place, take the liquor into your mouth again, and preſently ſquirt it into the

glaſs you rubbed with allum, and it will have the perfect colour of mulberry wine.

To make Sport with an Egg.

If you are drinking in company, or otherwiſe that you are diſpoſed to make ſport, have ready a penny-worth of quick-ſilver in a quill ſealed at both ends with good hard wax, then cauſe an egg to be boiled, and take off a ſmall bit of the ſhell of the narrow end, and thruſt in your quill of quick-ſilver, and lay the egg on the ground; you will have ſport enough

enough, for it will never leave tumbling about as long as there is any heat in it.

So likewiſe if you put quick-ſilver in a ſheep's bladder, and blow it up, and when you have a mind to make ſport, then go to the fire and warm the bladder, and fling it on the ground, and it will jump and ſkip about a long time, and make all the company laugh, and think the bladder is bewitched.

To fetch a Shilling out of an Handkerchief.

To do this you muſt have a ring of wire, ſuch an one as you generally hang keys on, but leſs, or a curtain ring will do, ſo as it is no bigger than a ſhilling, then take an handkerchief, and put therein a ſhilling, twiſting the handkerchief round, the form of the ſhilling will appear, then ſay, That you may be ſure it is there, I will ſhew it you once more, and taking out the ſhilling, convey the round wire into the handkerchief, which being twiſted, will ſeem to be the ſhilling; the better to deceive, you may rap the edge of the wire with your ſtick, then open your handkerchief, draw it out, and produce the ſhilling, which you have in the palm of your right hand, ſaying, Gentlemen, look you, here is the ſhilling, you hold the handkerchief very faſt; in the mean time aſk, Who gave me this ſhilling? He, whom you had it of, will ſoon anſwer, I. Then thank him for

for it, ſaying, It is more than I have had given me theſe two days.

To cauſe the Beer you drink to ſeem to be wrung out of the Handle of a Knife.

To do this you muſt have a ſmall piece of ſponge, with liquor put in it privately, then, unſeen, place this beyond your right ear, but let not the ſponge be too big, or too full of liquor, leſt you be diſcovered, then taking a knife, ſtick it with the handle upwards in a table or ſtool, (but obſerve when you go about theſe ſports to place your company before you) then bid them look, ſaying, There you ſee is nothing of wet, either on this handle or the table; ſo ſtretch your empty hand towards your ear, darting the point, ſaying, now ſomebody croſs my arm, and ſpeaking ſome powerful words, as Jubio biſco, then have you a fair opportunity to take this ſponge into your hand from behind your ear, and ſtretching forth your hand, ſqueeze it gently, and after a little harder, which makes it run the faſter to the amazement of the company, ſaying, Thus could I do till I had drowned you all; ſprinkle a little in their faces, which will cauſe them to ſhut their eyes, whilſt you convey away the ſponge.

How

How to make Water Freeze by the Fire ſide

This feat can be done or performed only in winter, and at ſuch times as ſnow may be had, and he that will ſhew it, muſt have in readineſs a handful of ſalt, the time ſerving, and the party being provided, let him call for a ſtool, a quart pot, a handful of ſnow, a little water, and a ſhort ſtaff; firſt pour a little water upon the ſtool, and upon it ſet the quart and put the ſnow into the pot, the ſalt alſo, but privately, then let him hold the pot faſt with his left hand, and then churn as one would butter, and in half a quarter of an hour the pot will freeze ſo hard to the ſtool, that you can ſcarcely with both hands pull it off.

How to make two Bells come into one Hand having put into each Hand one.

This feat muſt be performed with three bells; you muſt put one bell into your left ſleeve, then put one bell into one hand, and another into the other, they muſt be like maurice bells; withdraw your hand, and privately convey the bell in your left hand to your right hand, then ſtretch both your hands abroad, and bid two men hold your hands faſt, but firſt ſhake your hand, and ſay, Do you hear them? the bell that is in your left ſleeve will not be known by the rattling but that it is in your hand, then ſay,

He

He now that is the greateſt whore maſter of you both ſhall have none at all, open your hand, and ſhew them, and it will be thought you deal by magic art.

To cut a Glaſs, a famous Invention.

You muſt have a piece of well dried match cord, light it that it may have a good coat, then take a beer glaſs, and hold the match to the edge of the glaſs; have your finger ready wet, and when the glaſs is very hot, clap your finger to the hot place, and it will ſuddenly crack about a quarter of an inch down-

ward, then keep the coal of the match the like diſtance from the end of the crack, and as it follows, to move your hand and cut it

ſcrew

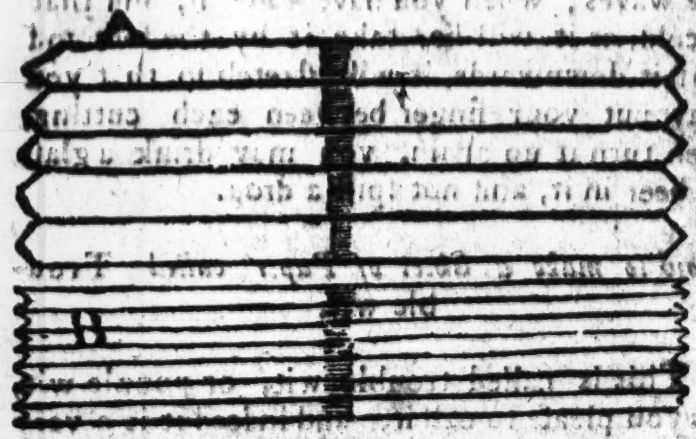
ſcrew faſhion, otherwiſe it will not hold together till you have it through the bottom, or like waves; when you have done it, and that is cold, as it will be, take it by the foot and turn it downwards, it will ſtretch ſo that you may put your finger between each cutting; then turn it up again, you may drink a glaſs of beer in it, and not ſpill a drop.

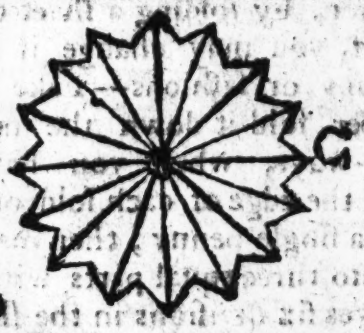
How to make a Sheet of Paper called Trouble wit.

This is called trouble wit, or puzzle wit, as you pleaſe to call it, and indeed it is a very fine invention, by folding a ſheet of paper, as that, by art, you may change it into many ſeveral forms or faſhions.—Take a ſheet of marble paper, fold it down the middle of the ſheet long-ways, when you have ſo done, turn down the edge of each fold outwards, the breadth of a ſingle penny; then meaſure it as it is folded into three equal parts with compaſſes, which makes ſix diviſions in the ſheet, let each third part be turned outward, and the other in courſe will fall right, then pinch in a quarter of an inch deep, in the manner as you pinch a paper lantern, that is in plaits like a ruff, ſo that when the paper lies pinched in its form, it is in the faſhion repreſented in the figure A; when cloſed together like the figure B; uncloſe it again, and ſhuffle it with each hand, it reſembles the ſhuffling of a pack of cards?

cloſe

close it, and take each corner inward with your fore finger and thumb, it resembles a





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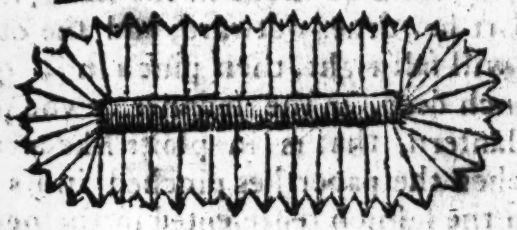
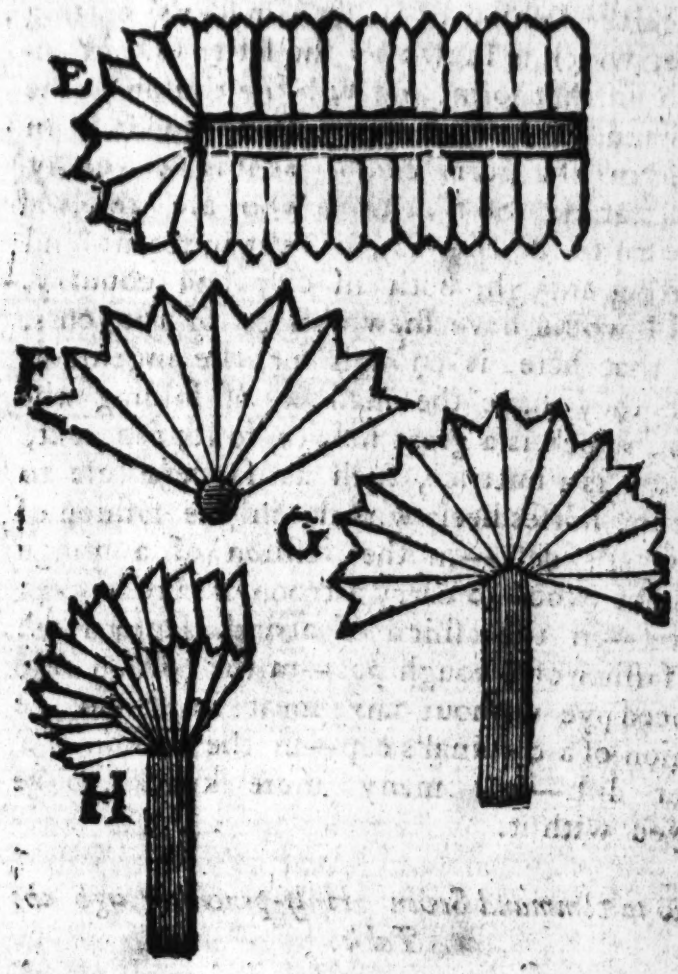


rose for a lady's shoe, as it is seen in the figure C: stretch it forth from the same form, and

and it reſembles a cover for an Italian couch, as is ſhewn by the letter D; let go your fore-



finger at the lower end, and it reſembles a wicket to a gate, or a portal to a nobleman's door, as is ſhewn by the letter E; cloſe it again, and pinch it at the bottom, ſpreading

it on the top, and it is in the faſhion of a ſcreen, like as it is ſhewn by the letter F. —Pinch it half way, and open the top, and it is in the faſhion of a ſhoe-maker's cutting knife, which is ſhewn by the letter G. Holding it in that form, and with the thumb of the left hand, turn out the next fold, and it is in the form of a curry comb, as it is ſhewed by the letter H. So that thoſe who are reſolved to learn to do this feat, make it innocent and divirting enough, both in city and country. And I would have ſhewn more of the cuts, but that here is enough for the ingenious, ſince they have the manner of folding the paper, which is a great help to do it; the next, faſhion is a buttrice, ſuch as farriers uſe to pare the horſes heels withal—in the faſhion of a lawyer's deſk—in the faſhion of a bridge made of wood to carry a troop of horſe over a river—in the faſhion of a dark lantern—in the faſhion of a bough pot—in the faſhion of a minced pye without any meat in it—in the faſhion of a cardinal's cap—in the faſhion of a ſugar diſh—and many more knacks to be played with it.

How to command Seven Half-pence through the Table.

This feat is one of the greateſt that the jugglers have, and is inferior to none. To do this you muſt go to ſome tinman, or any body that knows how to make your holes room enough

enough for a die to go in and out, and let them clap a good half-penny upon them all, and ſo make them faſt, and nobody can tell them from true ones; then you muſt get a cap to cover your half-pence, a cap and a die for the company to fling to amuſe them; when you are thus provided with half-pence, a cap, and a die, the manner of performing is thus—Deſire any body in the company to lend you ſeven half-pence, telling them that you will ſoon return them their own again; then ſay, Gentlemen, this is made juſt fit for your money; then clapping your cap on, deſire ſomebody in the company to fling that die to ſee what they can fling, and in ſo doing, take off the cap and convey your falſe money into it, ſo that the company may not ſee you put it in, then with your cap cover the die, ſo with your right hand take up the true money, and put it into the left under the table, ſaying, Vada, begone; I command the die to be gone, and the money to come in the place; ſo take up the cap, and the die is gone, and the money is come: covering the money again with the cap, ſo taking the true money with your right hand, and knocking under the table, making a jingling, as though the money was coming through the table, then flinging them on the table, ſay, There is the money, and with your right hand take off the cap, ſaying, And there is the die, ſo convey the falſe money into your lap, and there is the cap likewiſe.

How to turn a Box of Bird ſeed into a living Bird.

You muſt have a box made on purpoſe, with a falſe lid. This box muſt be turned neatly like unto the egg boxes, ſo that they cannot find out where it opens, and you muſt have a falſe lid to clap on and off, and on that lid glue ſome bird-ſeed; ſo before you ſhew the box to the company put a bird into the box, and then the falſe lid, then ſhew the box to the company, and it will ſeem to be full of ſeed, to the contrary of which nobody can tell, then put your true lid on, ſaying, Gentlemen, I will command all the ſeed out of my box, and command a living bird to appear, ſo taking off the covers the bird will appear.

How to command a Six-Pence out of a Box.

You muſt get a box turned with two lids, one muſt be a falſe one, and there put the counter, ſo that it may rattle; and you muſt have a ſmall peg or button to your box, to hinder the counter from jingling, and at the bottom of the box you muſt have half a notch made, juſt fit for a ſix-pence to come out. So to perform this feat you muſt deſire any body to lend you a ſix-pence, and to mark it with what ever mark they pleaſe, then let them

them put it into the box themſelves afterwards put the cover on, then, by ſhaking the box, the ſix pence will come into your hand; then you may diſpoſe of it as you know how when you are ſhewing your feats.

To tell one what Card he thinketh on.

Take 21 cards, and begin to lay them down three in a row, with their faces upwards, then begin again at the left hand, and lay one card upon the firſt, and ſo on the right hand, and then begin at the left hand again and ſo go on to the right, do this till you have laid out the 21 cards in three heaps, but, as you are laying them out, bid any one think of a card, and when you have laid them all out, aſk him which heap his card is in; then lay that heap in the middle between the other two; then lay them all out again into three heaps as before, and as you lay them out, bid him take notice where his noted card goes, and put that heap in the middle as before; then taking the cards with their backs towards you, take off the uppermoſt card ſmelling to him, reckon him one; then take off another, and ſmelling to him, reckon him two; this do till you come to the eleventh card, for that will always be the noted card after the third time of laying them out, though you ſhould lay in this manner never ſo often; you muſt never lay out the cards leſs than three times, but as often above as

you pleaſe. This trick may be done by an odd number of cards that may be divided by three.

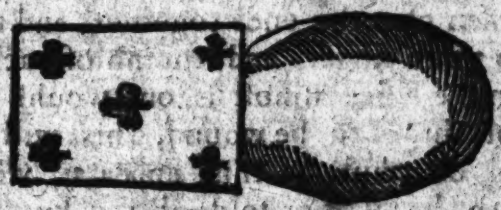
Another way to tell one what Card is noted.

When one has noted a card, take it and put it at the bottom of the pack, then ſhuffle the cards till it comes again to the bottom; then ſee what is the noted card, which you may do without being taken notice of; when you have thus ſhuffled the cards, turn them with their faces towards you and knock their ends upon the table, as though you would knock them level; and whilſt you are ſo doing, take notice of the bottom card, which you may do without ſuſpicion, eſpecially having ſhuffled them before; then, when you know the card, ſhuffle them again, and give them to any of the company, and let them ſhuffle them, for you know the card already, and may eaſily find it at any time.

How to make a Card jump out of an Egg.

To do this wonderful feat you muſt have two ſticks made both of one bigneſs, ſo that no perſon can know one from another; one of theſe ſticks muſt be made ſo artificially as to conceal a card in the middle, as thus—you muſt have one of your ſticks turned hollow quite through, and then an artificial ſpring to throw the card in the egg at your pleaſure; the operation is thus—Take and peel any card in

in the pack, which you pleaſe, and roll it up, and then put it into your falſe ſtick, and there let it be till you have occaſion to make uſe of it; then take a pack of cards, and let any body draw a card, but be ſure let it be the ſame ſort of card that you have in the ſtick already; then let them put it in the pack again, and when you are ſhuffling them, let that card fall into your lap, which the party drew; ſo calling for ſome eggs, deſire the party that drew the card, or any other perſon



in the company, to chuſe any one of theſe eggs, and when they have choſen one, aſk them if there be any thing in it, and they will anſwer no; then take the egg in your left hand, and the falſe ſtick in your right, and ſo break the egg with your ſtick; then let the ſpring go, and the card will appear in the egg, very amazing to the beholders: then conceal that ſtick, and produce the true one upon the table,

A very

A very ſtrange Trick whereby you may ſeem to cut a Piece of Tape into four parts, and make it whole again with Words.

Take a piece of narrow white tape, about two or three yards long, firſt preſent it to view to any that may deſire it; then tie both the ends of it together, and take one ſide of it into one hand, ſo that the knot may be about the middle of one ſide, and, uſing ſome circumſtantial words to beguile your ſpectators, turn one hand about toward yourſelf, and the other from you, ſo ſhall you twiſt the tape once, then clap the ends together, and then if you ſlip your finger and thumb of each hand between the tape, almoſt as one would hold a ſkane of thread to be wound, this will make one fold or twiſt, as thus appears, where A ſignifieth the twiſt or fold—B the knot—then in like manner make a ſecond fold, about the line D C, as you may ſee by the ſecond figure, where B ſignifieth the knot, C the firſt fold—A the ſecond fold—Then hold the fore finger and thumb of your left hand upon the ſecond twiſt, and upon the knot alſo, and the fore-finger and thumb of your right hand upon the firſt fold C, and deſire ſome one of your ſpectators to cut all aſunder with a ſharp knife at the croſs line E D, when it is cut, hold ſtill your left hand, and let all the ends fall that you hold in your right hand, for there will be a ſhew of eight ends, four above and four below, and ſo the ſtrings will be thought to be cut into

into four parts, as may be ſeen by the third figure; then gather up the ends that you let

fall into your left hand, and deliver two of the ends (ſeeming to take them at random) unto two ſeveral perſons, bidding them hold them faſt, ſtill keeping your left hand fingers upon the twiſts or folds; then with both your hands ſeem to tumble all the ends together that you had in your left hand, twiſt out the ſlips and pieces, which are three, as you may

ſee

ſee at A and B in the third figure, twiſt them all, I ſay into a little ball, and conceal it between ſome of your fingers of your left hand, and crumble thereon another confuſed heap, and after ſome words ſaid, with your right hand deliver this confuſed heap unto any of the company, bidding them hold it faſt, ſaying, Hulla paſſa, then bid them look on it, and while they are greedily looking after the event, you may with eaſe convey the ball, or roll of ends into your pocket; ſo it will be thought that you have made it whole by virtue of your words. An excellent trick if it be gracefully handled, and which coſt me a great deal of trouble and time to find it out.

A Device to multiply one Face, and make it ſeem an Hundred.

This feat muſt be performed by a looking glaſs made on purpoſe, the figure whereof I have fully deſcribed, with the manner of making it, which is thus—firſt, make a hoop or fillet of wood, horn or ſuch like, about the width of a half crown piece in the circumference; the thickneſs of this hoop, or fillet, let it be about a quarter of an inch; in the middle of this hoop faſten a bottom of wood or braſs, and bore, in a decent order, divers hooks, about the bigneſs of ſmall peaſe;

then open the one ſide of this bottom, ſet in a piece of chryſtal glaſs, and faſten it to the

hoop cloſe to the bottom, then take a quantity of quickſilver, and put ſo much into the hoop as will cover the bottom; then let into the hoop another piece of chryſtal glaſs fitted thereto, and cement the ſides that the quick-ſilver may not run out, and it is done. The uſe whereof I ſhall not inſiſt upon, ſince he that is verſed in the former feats, will better conceive of himſelf how to uſe it, than my words can either direct or aſſiſt him.

Take three parts of ſalt-petre, two parts of ſalt of tartar, and one part of ſulphur pounded and mixed together; heat ſixty grains of this compoſition in a ſpoon, and it will fly away with a fearful noiſe, like thunder, as loud as a cannon

a cannon, breaking through the ſpoon and every thing underneath it, for it exerts itſelf downwards, contrary to the nature of gunpowder.

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